



Terms used **firewire IEEE1394 IP network**

Found 13 of 148,162

Sort results by

relevance



[Save results to a Binder](#)

[Try an Advanced Search](#)

[Try this search in The ACM Guide](#)

Display results

expanded form



[Search Tips](#)

☐ Open results in a new window

Results 1 - 13 of 13

Relevance scale ☐ ☐ ☐ ☐ ☐

1 [Practical experiences: System-level design of IEEE1394 bus segment bridge](#)

Hirofumi Yamamoto, Keishi Chikamura, Atsuhito Shigiya, Kosuke Tsujino, Tomonori Izumi, Takao Onoye, Yukihiro Nakamura

October 2002 **Proceedings of the 15th international symposium on System Synthesis**

Full text available: pdf(768.50 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A system simulation environment is constructed dedicatedly for IEEE1394 high-speed digital communication. In this environment, various network transactions inherent in communication systems are taken into account for system simulation, which is indispensable to enable IP (Intellectual Property)-based design of the systems. By using the proposed environment, system-level design of IEEE1394 link layer controller and bus segment bridge is achieved with great ability of network transactions as well ...

Keywords: C/C++, HW/SW co-simulation, IEEE1394, PLI, bus bridge, verilog-HDL

2 [Augmented reality and mobile systems II: Design and implementation of a mobile device for outdoor augmented reality in the archeoguide project](#)

Tim Gleue, Patrick Dähne

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available: pdf(3.35 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents the design and implementation issues associated with the development of a mobile device for the ARCHEOGUIDE project. We describe general and application specific design goals as well as the technical requirements the implementation is based upon. Since speed is crucial for an interactive application we provide a survey of mobile and wearable computing equipment especially considering performance aspects. A detailed overview of available hardware components follows. We describe ...

3 [Live HD media streaming: High resolution live streaming with the HYDRA architecture](#)

Roger Zimmermann, Moses Pawar, Dwipal A. Desai, Min Qin, Hong Zhu

October 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 4

Full text available: pdf(619.79 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Digital continuous media (CM) are now well established as an integral part of many applications. With highdefinition (HD) displays becoming increasingly common and large network bandwidth available, high-quality video streaming has become feasible, and novel,

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	748	((709/249).CCLS.) and havi (709/249).CCLS.	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:46
S2	361	havi	US-PGPUB; USPAT; USOCR	OR	OFF	2004/05/27 11:45
S3	83813	IP internet adj2 protocol	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:45
S4	6558	firewire IEEE adj2 1394\$3 IEEE?1394	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:45
S5	457	(firewire IEEE adj2 1394\$3 IEEE?1394) same (IP internet adj2 protocol)	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:45
S6	33797	ethernet	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:45
S7	145	havi and (IP internet adj2 protocol)	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:46
S8	18	(firewire IEEE adj2 1394\$3 IEEE?1394) near (IP internet adj2 protocol)	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:46
S9	108	(firewire IEEE adj2 1394\$3 IEEE?1394) near4 (IP internet adj2 protocol)	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:46
S10	338	(ethernet or (IP internet adj2 protocol)) near (firewire IEEE adj2 1394\$3 IEEE?1394)	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:46
S11	9488	(number or (wireless mobile moving roving)) near4 (IP internet adj2 protocol)	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:47
S12	6	((709/249).CCLS.) and havi	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:57
S13	13067	"1394" IEEE?1394 (IEEE adj2 "1394") firewire fire\$wire fire adj2 wire	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:58
S14	6	((709/249).CCLS.) and havi) and ((709/249).CCLS.)	US-PGPUB; USPAT	OR	OFF	2004/05/27 11:59
S15	461	((709/249).CCLS.) and (IP internet adj2 protocol)	US-PGPUB; USPAT	OR	OFF	2004/05/27 12:03
S16	28760	("709").CLAS.	US-PGPUB; USPAT; USOCR	OR	OFF	2004/05/27 12:04
S17	760	((709).CLAS.) and (havi or (firewire IEEE adj2 1394\$3 IEEE?1394))	US-PGPUB; USPAT	OR	OFF	2004/05/27 12:06

S18	114	((("709").CLAS.) and ((havi or (firewire IEEE adj2 1394\$3 IEEE?1394)) same (IP internet adj2 protocol))	US-PGPUB; USPAT	OR	OFF	2004/05/27 12:06
-----	-----	---	--------------------	----	-----	------------------